

### **In the Specification**

On page 1, please amend paragraph 1 beginning on line 3 as follows:

The present invention relates generally to wireless communications devices, and in particular, to the activation of one or more ~~complimentary~~ complementary multi-media effects available to the wireless communications device.

On page 1, please amend paragraph 4 beginning on line 22 as follows:

The present invention provides a wireless communications device operable to "shuffle-play" ~~complimentary~~ complementary multi-media effects selected from a picklist. As used herein, the picklist means a list that comprises one or more ~~complimentary~~ complementary multi-media effects available to the wireless communications device. A ~~complimentary~~ complementary multi-media effect comprises, for example, audio files, ring tones, vibrator patterns, games, images, video sequences, and lighting patterns.

On page 2, please amend paragraph 1 beginning on line 4 as follows:

In one embodiment, the wireless communications device comprises a transceiver, memory, and a processor to control the one or more ~~complimentary~~ complementary multi-media effects. The processor is configured to play or activate a ~~complimentary~~ complementary multi-media effect selected from the picklist upon the receipt of a predetermined event. Thereafter, the processor is configured to automatically change the selected ~~complimentary~~ complementary multi-media effect to a new ~~complimentary~~ complementary multi-media effect, also selected from the picklist, and play or activate the new ~~complimentary~~ complementary multi-media effect upon receipt of a subsequent predetermined event. Selection of the ~~complimentary~~ complementary multi-media effect from the picklist occurs without intervention from the user.

On page 3, please amend paragraph 5 beginning on line 22 as follows:

Memory 22 represents the entire hierarchy of memory in device 10, including both random access memory (RAM) and read-only memory (ROM), and may be partitioned. Operating instructions and data required for operation of device 10 may be stored in a non-volatile partition accessible to the user. This portion of the memory, as will later be described, may also store picklists containing a list of one or more ~~complementary~~ complementary multi-media effects available to device 10. Other information, such as temporary data and/or instructions, may be stored in a volatile or temporary partition that is not directly accessible to the user. Memory 22 includes devices such as EPROM, EEPROM, and/or flash memory, and may be implemented as a discrete device, stacked device, or integrated with microprocessor 40.

On page 5, please amend paragraph 2 beginning on line 13 as follows:

Control circuitry 18 interconnects circuitry 12, user interface 14, and transceiver 16, and controls the operation of device 10. Control circuitry 18 comprises a microprocessor 40, an input/output circuit 42, and an audio processing circuit 44. Microprocessor 40 may be implemented as one or more microprocessors, and may be any suitable processor known in the art. This includes general purpose and special purpose microprocessors, as well as digital signal processors (DSPs). Microprocessor 40 controls the operation of device 10 according to programs stored in memory 22, and generates control signals to control one or more complementary multi-media features, such as lights 32, tactile generator 26, and ring tones stored as audio files in memory 22. As will be described later, microprocessor 40 is configured to select a ~~complementary~~ complementary multi-media effect from the picklist stored in memory 22.

On page 7, please amend paragraph 2 beginning on line 6 as follows:

As previously stated, the present invention may "shuffle-play" a ~~complimentary~~ complementary multi-media effect without user intervention by playing or activating a ~~complimentary~~ complementary multi-media effect selected from a picklist. The selection order of the ~~complimentary~~ complementary multi-media effect from the picklist may be random, or predetermined. Once an effect is selected, the picklist may be "shuffled" or re-sequenced and another effect chosen. One or more picklists may be created and stored on device 10, or alternatively network 50, each containing a list of one or more ~~complimentary~~ complementary multi-media effects available to device 10. Shuffling the order of the ~~complimentary~~ complementary multi-media effects in the list helps to ensure diversity of selection.

On page 9, please amend paragraph 2 beginning on line 14 as follows:

Figures 4-5 illustrate the present invention using ring tones as a ~~complimentary~~ complementary multi-media effect. However, those skilled in the art will readily appreciate that this is merely for illustrative purposes, and the present invention actually contemplates creating picklists containing many different types of ~~complimentary~~ complementary multi-media effects. That is, the user may also create picklists that list vibrator patterns, lighting patterns, games, images, or video sequences, or any combination thereof, and associate each list with a group of events such as alerts, e-mail messages, text and/or voice messages, time, alarms, or pages. For example, a picklist could designate random background music and/or vibrating patterns to be activated at certain intervals of a gaming session. Various lighting patterns may be activated responsive to alerts or received messages. Microprocessor 40 in device 10 could further be configured to shuffle each of the items in the picklists after each selection or prior to each occurrence of a predetermined event.

On page 10, please amend paragraph 3 beginning on line 20 as follows:

The partitioning of memory 22 and/or external memory 23 may be done by the user, or may be pre-configured. That is, the user may decide how much memory should be dedicated to store “owned” ~~complimentary~~ complementary multi-media effects, and how much should be dedicated as temporary storage. Of course, the user would have very little, if any, control over the content stored in the temporary volatile partition to protect the interests of the network operators pushing the content to the user. However, the user would retain control over the non-volatile partition. Further, the audio files sent from the network may be sent to and stored in device 10 in advance of any incoming calls. This would prevent delays, as the downloaded audio file would already exist in device 10.

On page 11, please amend paragraph 1 beginning on line 3 as follows:

As those skilled in the art will understand, the embodiment of Figure 6 is not limited to the purchase of ring tones responsive to an incoming call, but may be extended to include the download and purchase of games or other ~~complimentary~~ complementary multi-media effects. The picklists created by the network operators may be targeted to users according to their preferences, and further, may be selected randomly, according to a predetermined order, or shuffled prior to/after each selection.